

**PATENT APPLICATION TRANSMITTAL LETTER**  
(Small Entity)

Docket No.  
IP-354A

TO THE ASSISTANT COMMISSIONER FOR PATENTS

Transmitted herewith for filing under 35 U.S.C. 111 and 37 C.F.R. 1.53 is the patent application of:

**KATHLEEN O. JOHNSON PRILLERMAN**

For:

**CARD GAMES**

Enclosed are:

- ☒ Certificate of Mailing with Express Mail Mailing Label No. **EK065357508US**  
☒ **5** sheets of drawings.  
☐ A certified copy of a \_\_\_\_\_ application.  
☒ Declaration ☒ Signed. ☐ Unsigned.  
☒ Power of Attorney  
☐ Information Disclosure Statement  
☐ Preliminary Amendment  
☒ **One (1)** Verified Statement(s) to Establish Small Entity Status Under 37 C.F.R. 1.9 and 1.27.  
☐ Other:

**CLAIMS AS FILED**

For	#Filed	#Allowed	#Extra	Rate	Fee
<b>Total Claims</b>	33	- 20 =	13	x \$11.00	\$143.00
<b>Indep. Claims</b>	2	- 3 =	0	x \$40.00	\$0.00
<b>Multiple Dependent Claims (check if applicable)</b> <input type="checkbox"/>					\$0.00
<b>BASIC FEE</b>					\$395.00
<b>TOTAL FILING FEE</b>					\$538.00

- ☒ A check in the amount of **\$538.00** to cover the filing fee is enclosed.  
☐ The Commissioner is hereby authorized to charge and credit Deposit Account No. \_\_\_\_\_ as described below. A duplicate copy of this sheet is enclosed.  
☐ Charge the amount of \_\_\_\_\_ as filing fee.  
☐ Credit any overpayment.  
☐ Charge any additional filing fees required under 37 C.F.R. 1.16 and 1.17.  
☐ Charge the issue fee set in 37 C.F.R. 1.18 at the mailing of the Notice of Allowance, pursuant to 37 C.F.R. 1.311(b).

Dated:

*10/9/99*

*Susan Borden Evans*  
Signature

**SUSAN BORDEN EVANS**  
**REG. NO. 28,712**  
**215-972-8001**

cc:

*Prillerman*

**VERIFIED STATEMENT (DECLARATION) CLAIMING SMALL ENTITY  
STATUS (37 CFR 1.9(f) AND 1.27 (b)) - INDEPENDENT INVENTOR**

Docket No.  
**IP-354A**

Serial No.

Filing Date

Patent No.

Issue Date

Applicant/ **KATHLEEN O. JOHNSON PRILLERMAN**  
Patentee:

Invention:

**CARD GAMES**

As a below named inventor, I hereby declare that I qualify as an independent inventor as defined in 37 CFR 1.9(c) for purposes of paying reduced fees under section 41(a) and (b) of Title 35, United States Code, to the Patent and Trademark Office with regard to the invention entitled above and described in:

- ☒ the specification to be filed herewith.  
☐ the application identified above.  
☐ the patent identified above.

I have not assigned, granted, conveyed or licensed and am under no obligation under contract or law to assign, grant, convey or license, any rights in the invention to any person who could not be classified as an independent inventor under 37 CFR 1.9(c) if that person had made the invention, or to any concern which would not qualify as a small business concern under 37 CFR 1.9(d) or a nonprofit organization under 37 CFR 1.9(e).

Each person, concern or organization to which I have assigned, granted, conveyed, or licensed or am under an obligation under contract or law to assign, grant, convey, or license any rights in the invention is listed below:

- ☒ No such person, concern or organization exists.  
☐ Each such person, concern or organization is listed below.

**\*NOTE:** Separate verified statements are required from each named person, concern or organization having rights to the invention averring to their status as small entities (37 CFR 1.27)

FULL NAME N/A

ADDRESS \_\_\_\_\_

☐ Individual☐ Small Business Concern☐ Nonprofit Organization

FULL NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

☐ Individual☐ Small Business Concern☐ Nonprofit Organization

FULL NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

☐ Individual☐ Small Business Concern☐ Nonprofit Organization

FULL NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

☐ Individual☐ Small Business Concern☐ Nonprofit Organization

I acknowledge the duty to file, in this application or patent, notification of any change in status resulting in loss of entitlement to small entity status prior to paying, or at the time of paying, the earliest of the issue fee or any maintenance fee due after the date on which status as a small entity is no longer appropriate. (37 CFR 1.28(b))

I hereby declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under Section 1001 of Title 18 of the United States Code, and that such willful false statements may jeopardize the validity of the application, any patent issuing thereon, or any patent to which this verified statement is directed.

NAME OF INVENTOR KATHLEEN O. JOHNSON PRILLERMAN

SIGNATURE OF INVENTOR Kathleen O. Johnson Prillerman DATE: 7/8/99

NAME OF INVENTOR \_\_\_\_\_

SIGNATURE OF INVENTOR \_\_\_\_\_

DATE: \_\_\_\_\_

NAME OF INVENTOR \_\_\_\_\_

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DATE: \_\_\_\_\_

NAME OF INVENTOR \_\_\_\_\_

SIGNATURE OF INVENTOR \_\_\_\_\_

DATE: \_\_\_\_\_

TITLE  
CARD GAMES

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BACKGROUND

The present invention relates to geography, history and health related card games and playing cards, particularly as used for educational purposes as it relates specifically to Oceans, Great Lakes, Continents, States and State Capitals, African  
10 American Inventors and Inventions, Truth Fact Match , African Nations and Capitals, and Wellness Match.

This game, which is equally enjoyed by adults and children, provides not only entertainment but also provides an opportunity to educate participants particularly  
15 young people using intellectual stimuli and gamesmanship. It takes subject matter (geography, history and health) that may be considered boring or tedious and makes it fun and exciting.

A preliminary search by the inventor failed to disclose the card games of the  
20 present invention.

The following is a listing of the patents discovered during the aforementioned search:

PATENT No.	PATENTEE	DATE
U.S. 5,632,488	Sturm et al.	5/27/97
U.S. 5,405,140	Terlinden et al.	4/11/95

U.S. 5,205,563	Dearing	4/27/93
U.S. 5,141,235	Hernandez	8/25/92
U.S. 5,123,846	Lewis	6/23/92
U.S. 4,824,119	Matthews	4/25/89

Card games that entertain and educate are known for a variety of subjects as, for example, Political Figures (US 5,632,488) and US Geography (US 5,405,140). Further, a Card game with back spelled names of states is known in the art (US  
5 4,824,119).

### SUMMARY OF THE INVENTION

The present invention provides card games with game cards depicting oceans,  
10 great lakes, continents, states and state capitals, African American inventors and inventions, Truth Fact Match , African Nations and Capitals, and Wellness Match

The game includes game cards which are organized in one or more decks of 90, 93, 100, 106 or 109 game cards. Each deck consists of Game Cards which are further  
15 identified as either Playing Cards or Action Cards. Each Playing Card has a color coded border, as well as indicia, both graphic and pictorial, depicting oceans (Atlantic, Pacific, Indian, Antarctica and Arctic) (93 cards); great lakes (Huron, Ontario, Michigan, Erie, Superior) (93 cards); continents (Africa, Antarctica, Asia, Australia, Europe, North America and South America) (90 cards); or States of the United States  
20 and Their Capitals (100 cards); Inventors and Inventions (100 cards); Truth Fact Match (92 cards); African Nations and Capitals (106); and Wellness Match (90).

Action Cards are an integral part of the Oceans, Great Lakes and Continents games. They are a part of each deck of Game Cards and the play of the game. Action cards with color coded borders direct a beneficial or a detrimental action to be taken by the player drawing an Action Card.

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### BRIEF DESCRIPTION OF THE DRAWINGS

These as well as other features of the present invention will become more apparent upon reference to the drawings wherein:

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FIG. 1 is a view of the front and rear faces of a Playing Card and Action Card used in the play of the Oceans aspects of the present game.

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FIG. 2 is a view of the front and rear faces of a Playing Card and Action used in the play of the Continents aspects of the present game.

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FIG. 3 (a) & (b) is a view of the front and rear faces of a Playing Card used in the play of the States and Capitals aspect of the present game.

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FIG. 4 (a) & (b) is a view of the front and rear faces of a Playing Card used in the play of the African American Inventions and Inventors aspect of the present game.

FIG. 5 (a) & (b) is a view of the front and rear faces of a Playing Card used in the play of the African Nations and Capitals aspect of the present game.

FIG. 6 (a) & (b) is a view of the front and rear faces of a Playing Card used in the play of Truth Fact Match aspect of the present game.

FIG. 7 is a view of the front and rear faces of a Playing Card used in the play of the Great Lakes aspects of the present game.

FIG. 8 (a) & (b) is a view of the front and rear faces of a Playing Card used in the play of the Wellness Match aspects of the present game.

#### DETAILED DESCRIPTION OF THE INVENTION

Referring to the drawings, the present invention will be seen to relate to a card game(s) that provides Game Cards consisting of Playing Cards with a color coded border and Action Cards.

Playing Cards depict Oceans (Fig. 1,a,b), Continents (Fig. 2,a,b) or States and States Capitals (Fig. 3,a,b), African American Inventors and Inventions (Fig. 4,a,b), African Nations and Capitals (Fig. 5,a,b), Truth Fact Match (Fig.6,a,b), Great Lakes (Fig. 7,a,b ) and a Wellness Match (Fig. 8 ).

Included in the game are Action Cards, for the Oceans, Continents and Great Lakes versions of the Card Games, which have indicia directing a beneficial or a detrimental action to be taken by the player drawing an Action Card with a color coded border during play. Examples of such Action Cards are provided below:

### ACTION CARDS

- Pick Three
- Lose Turn
- 5 Extra Turn
- Bonus Pick Five (the five oceans listed on each)
- Bonus (without any ocean listed)
- Joker
- 10 Players Pick One

### OPERATION OF THE GAME

The directions for playing the various forms of the games are as follows:

### 15 OCEANS

Oceans may be played by both adults and children as young as the age of six years with 2-6 players playing at any one time. The object of the game is to be the first player to get rid of all cards in players hand.

20 The play of the game is as follows:

Each player in turn attempts to play one card from player's hand by matching a color coded border, ocean or word on the top of the Pick/Draw pile. The first player to get rid of all their cards wins.

25 The deck contains 93 Playing Cards as follows:



# of Card	Ocean	White	Fuschia	Purple	Brown	Orange
10	Atlantic Ocean	2	2	2	2	2
10	Pacific Ocean	2	2	2	2	2
10	Indian Ocean	2	2	2	2	2
10	Antarctica Ocea	2	2	2	2	2
10	Arctic	2	2	2	2	2

- 5 A color coded border is listed on each of the following Action Cards with the specified instruction.

#	Instruction	Background	White	Fuschia	Purple	Brown	Orange
10	Pick Three		2	2	2	2	2
10	Lose Turn		2	2	2	2	2
5	Extra Turn		1	1	1	1	1
5	Players Pick One		1	1	1	1	1
5	Bonus Pick Five	White					
5	Bonus-no listing	White					
3	Joker	Black					

- 10 Every player is dealt five Game Cards with the remaining ones placed face down to form a Pick/Draw pile. The top card of the Pick/Draw Pile is turned over to begin the Discard Pile. The card atop the Pick/Draw Pile is turned over to begin the Discard Pile. For example, if the card is an Orange Pacific Ocean, then the player must throw out any color-coded Pacific Ocean Card, or any orange color coded Action card – Player Pick One, Pick Three, Extra Turn (orange color coded), Lose Turn, or any Bonus, Joker or Bonus Pick Five Action Card. If the player does not
- 15 have anything to match, he/she may change the Ocean Card with any orange colored Ocean Card, or must pick a card from the Pick/Draw Pile. If he/she can play what is drawn excellent. Play then moves to the next person on the left. Once a player has no cards left the game is over.

### Choosing a Dealer:

Every player picks a card. The first person that picks a Joker, Bonus or a Bonus Pick Five Action Card deals. The player to the left of dealer starts play.

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### Starting the Discard Pile:

If an Action Card is the first one turned up from the Pick/Draw Pile, the player proceeds as follows:

- Bonus Card Pick Five - It is put back in the deck and another one is chosen.
- 10 Bonus Card - The player left of the dealer calls out an ocean and then plays.
- Joker- The player left of the dealer calls out an ocean and then plays.
- Pick Three Card - The player left of the dealer must pick three cards and the next player calls the ocean.
- 15 Lose Turn Card - The player left of the dealer who has drawn this card loses a turn and the player left to him/her starts the play.
- Extra Turn Card - The player left of the dealer gets an extra turn and starts the play.
- 20 Players Pick One- This player calls an ocean and each player must pick a card and loses a turn. Note: If a player cannot call one ocean the next player may.

### What the Action Cards mean:

- Pick Three Card - When this card is played, the next person to play must pick three cards and forfeits his/her turn.
- 25 Lose Turn Card - This player loses a turn and is skipped.
- Players Pick One Card-All players, except for the player playing this card must pick one card and forfeits his/her turn.

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Going Out:

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If no one is out of cards by the time the Pick/Draw Pile is depleted, the dealer must reshuffle leaving out the last ocean and action card played and play resumes.

### Reneging:

- 5 A player may choose not to play a playable card from player's hand. If so, the player must pick a card from the Pick/Draw Pile. If playable, that card can be played, but the player may not play a card from player's hand after the draw.

### Penalties:

- 10 If a player makes a card suggestion to another player, he/she must pick five cards. If a player plays a Bonus Pick Five card illegally and gets caught, he/she must first show his/her hand to the player challenged. If guilty, he/she must pick five cards. If not guilty, the challenger must pick three cards in addition to the five. The challenge can only be made by the person required to pick the five cards.

### Rules for Two-Handed Play, Partners and Multi-Table Tournaments::

- 15 1. Playing an Extra Turn card acts accordingly. The player who plays the Extra Turn card may immediately play again.
2. The person playing the Lose Turn card may immediately play another card.
3. When a Players Pick One, Pick Three or Bonus Pick Five card is played and your opponent has picked one/three/five cards the play is back to you.

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### STACKIES

- 25 Stackies is a short hand version of playing the Ocean, Continents and Great Lakes games. In order to interject this form of play into the game it has to be announced prior to the commencement of play and agreed to by all the players. A player may discard all of the same type of cards if at his/her turn that card is facing up in the Pick/Draw pile. This type of play is referred to as stacking or Stackies.

Example: If a Pacific Ocean Card is played, the next player in turn may stack the

play with all of his /her Pacific Ocean cards. This is a means of getting rid of more than one card at a turn. A player may even top the pile with several Players Pick One, Pick Three, Bonus, Bonus Five, Extra Turn, Lose Turn and Joker cards. The next player may stack with the same cards; the next player must pick the same amount of cards.

## PILES

Play is made easier by placing the discarded cards into two piles (i.e. Oceans and Action Card piles).

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## CONTINENTS

Continents is played in the same manner as Oceans described above.

The Deck contains 90 Game Cards as follows:

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## PLAYING CARDS

#	Playing Cards	White	Fuschia	Purple	Brown	Orange	Gray	Black
7	AFRICA	1	1	1	1	1	1	1
7	ANTARCTICA	1	1	1	1	1	1	1
7	ASIA	1	1	1	1	1	1	1
7	AUSTRALIA	1	1	1	1	1	1	1
7	EUROPE	1	1	1	1	1	1	1
7	NORTH AMERICA	1	1	1	1	1	1	1
7	SOUTH AMERICA	1	1	1	1	1	1	1

#	Action Card	White	Fuschia	Purple	Brown	Orange	Gray	Black
7	Extra Turn	1	1	1	1	1	1	1
7	Lose Turn	1	1	1	1	1	1	1
7	Pick Three	1	1	1	1	1	1	1
7	Players Pick One	1	1	1	1	1	1	1
		Border		Background				
5	*Bonus	white						
5	*Bonus Pick Five/All Continents listed	white						
3	Jokers	white		black				

## ACTION CARDS

- 5      7 - PICK THREE
- 7 - LOSE TURN
- \*5 - BONUS PICK FIVE (All Of The Continents Listed On Each Card)
- \*5 - BONUS (No Continents Listed)
- 7 - EXTRA TURN
- 7 – PLAYERS PICK ONE
- 10      3 – JOKER

## GREAT LAKES

Great Lakes is played in the same manner as oceans and continents.

The deck contains 93 cards, and the color code is the same as the Ocean cards.

#	Great Lakes	White	Fuschia	Purple	Brown	Orange
10	Huron	2	2	2	2	2
10	Ontario	2	2	2	2	2
10	Michigan	2	2	2	2	2
10	Erie	2	2	2	2	2
10	Superior	2	2	2	2	2

#	Action Cards	White	Fuschia	Purple	Brown	Orange
5	Extra Turn	1	1	1	1	1
10	Lose Turn	2	2	2	2	2
10	Pick Three	2	2	2	2	2
5	Players Pick One	1	1	1	1	1

	Action Cards	Background
5	*Bonus	white
5	*Bonus Pick Five/Five Lakes	white
3	Jokers (picture of a joker)	black

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### STATES AND CAPITALS

The deck contains 100 game cards as follows:

50 Playing Cards with the name of each state listed (capitals listed on the bottom in fine print)

10 50 Playing Cards with the state capitals listed (states listed on the bottom in fine print)

States and Capitals may be played by both adults and children as young as the age of six years with 2-10 players. The object of the game is to be the first player to get rid of all cards in players hand.

5

The play of the game is as follows: The states and capitals are selected from the following:

<u>STATES</u>	<u>CAPITALS</u>
<b>Alabama</b>	<b>Montgomery</b>
<b>Alaska</b>	<b>Juneau</b>
<b>Arizona</b>	<b>Phoenix</b>
<b>Arkansas</b>	<b>Little Rock</b>
<b>California</b>	<b>Sacramento</b>
<b>Colorado</b>	<b>Denver</b>
<b>Connecticut</b>	<b>Hartford</b>
<b>Delaware</b>	<b>Dover</b>
<b>Florida</b>	<b>Tallahassee</b>
<b>Georgia</b>	<b>Atlanta</b>
<b>Hawaii</b>	<b>Honolulu</b>
<b>Idaho</b>	<b>Boise</b>
<b>Illinois</b>	<b>Springfield</b>
<b>Indiana</b>	<b>Indianapolis</b>
<b>Iowa</b>	<b>Des Moines</b>
<b>Kansas</b>	<b>Topeka</b>
<b>Kentucky</b>	<b>Frankfort</b>
<b>Louisiana</b>	<b>Baton Rouge</b>



<b>Maine</b>	<b>Augusta</b>
<b>Maryland</b>	<b>Annapolis</b>
<b>Massachusetts</b>	<b>Boston</b>
<b>Michigan</b>	<b>Lansing</b>
<b>Minnesota</b>	<b>St. Paul</b>
<b>Mississippi</b>	<b>Jackson</b>
<b>Missouri</b>	<b>Jefferson City</b>
<b>Montana</b>	<b>Helena</b>
<b>Nebraska</b>	<b>Lincoln</b>
<b>Nevada</b>	<b>Carson City</b>
<b>New Hampshire</b>	<b>Concord</b>
<b>New Jersey</b>	<b>Trenton</b>
<b>New Mexico</b>	<b>Santa Fe</b>
<b>New York</b>	<b>Albany</b>
<b>North Carolina</b>	<b>Raleigh</b>
<b>North Dakota</b>	<b>Bismarck</b>
<b>Ohio</b>	<b>Columbus</b>
<b>Oklahoma</b>	<b>Oklahoma City</b>
<b>Oregon</b>	<b>Salem</b>
<b>Pennsylvania</b>	<b>Harrisburg</b>
<b>Rhode Island</b>	<b>Providence</b>
<b>South Carolina</b>	<b>Columbia</b>
<b>South Dakota</b>	<b>Pierre</b>
<b>Tennessee</b>	<b>Nashville</b>
<b>Texas</b>	<b>Austin</b>
<b>Utah</b>	<b>Salt Lake City</b>

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06090000 020405

<b>Vermont</b>	<b>Montpelier</b>
<b>Virginia</b>	<b>Richmond</b>
<b>Washington</b>	<b>Olympia</b>
<b>West Virginia</b>	<b>Charleston</b>
<b>Wisconsin</b>	<b>Madison</b>
<b>Wyoming</b>	<b>Cheyenne</b>

- Each player is dealt five cards. Each player in turn picks a card from the draw pile that is used to match the state and capitals. Players throw out a card after picking a card if they don't need it (one card from the draw pile or their hand). Once a match is obtained the player, during his/her turn, must announce the state and capital while discarding the matched cards. The matched cards are discarded until all cards are discarded. The first player to discard all cards wins.

### TRUTH FACT MATCH

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The deck contains 92 game cards with the words TRUTH FACT MATCH imprinted in a bold font on the front side and the back side imprinted as follows:

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46 Playing Cards with a name or a fact about African history imprinted in center of card in bold print (matching facts listed on the bottom in fine print)

46 Playing Cards with a matching fact imprinted in center of card in bold print (a name or a fact about African history listed on the bottom in fine print)

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TRUTH FACT MATCH may be played by both adults and children as young as the age of six years with 2-6 players. The object of the game is to be the first player to get rid of all cards in players hand.

The play of the game is as follows:

- Each player is dealt five cards. Each player in turn picks a card from the draw pile that is used to match the a name or a fact about African history. Players throw
- 5 out a card after picking a card if they don't need it (one card from the draw pile or their hand). Once a match is obtained the matched cards are discarded until all cards are discarded. The first player to discard all cards wins.

The name or historical fact about African history is selected from the following:

10

<u>NAME/FACT</u>	<u>MATCHING FACT</u>	<u>MATCHING FACT</u>
Africa	Cradle Of Civilization	Second Largest Continent
Imhotep	Created The Step Pyramids	The Father of Medicine
Hieroglyphics	Egyptian Writings That Used Pictures	Communication
Ankh	The Symbol of Life	
God	Amon-Ra (One Creator)	
Religion	Began In Africa	/Africans Believed In One God
Kings/Pharaohs	Ramses, Tutankhamon, Akhenaten, Thutmose III	
Queens	N'Zinga, Hatshepsut, Nefertiti	
Great Empires	Ghana, Mali, Soghai, Kush,	
Maat	Comprehensive Code of Laws/	Principles; Commandments
Griot	Oral Historians	
Timbuktu	A City In Ancient Africa	

	Known For Wealth and Schools	
African Communities	Yoruba, Zulu Nubians, Ashanti, Masai, Bantu	
Resources	Gold, Diamonds And Many Other Natural Resources	
Master Shipbuilders	Africans Built Ships And Sailed o Asia And Europe Before Columbus	
Invaders of Africa	Asians, Arabs, Greek, Romans And Northern Europeans	Searching for Resources
Goree Island	In West Africa/Off The Coast Of Senegal	Place For Slave Trade
Revolted	Africans Rejected Slavery	
Joseph Cinque	Led A Revolt Of The Ship, Amistad	Returned To Africa
Queen Amina - Of Zaria (1588 - 1589)	The Elder Daughter of Bakwa Turunku	Founded Zazzau Kingdom In 1536
Slave Coast -	Bordering The Bight Of Benin On The Gulf Of Guinea	Slave Exportation from 16th - 19th Century
Auset a/k/a Isis	The Wife Of Osris	Mother OF Seth And Horus
Ausar a/k/a Osiris	Husband Of Isis	Father of Seth And Horus
Heru a/k/a Horus	Son Of Ausar And Aset	Brother Of Setyphon
Setyphon a/k/a-Seth	Son of Ausar And Aset	Brother of Heru
God Concepts	Ausar And Aset	
African	Ancestors To All Mankind-	
Khufu	King of the 4th Dynasty	Largest Pyramid Builder in

		Egypt
Hatshepsut	Reigned As A King During 18th Dynasty	
King Tutankhamon -	Buried In The First Tomb Discovered Undisturbed	18th Dynasty/Known As The Boy King
Dynasty -	A Succession Of Rulers From The Same Family Or Ancestral Lineage	
Ramses II	Ruled from 1279 - 1212 BC	The Last Of Ancient Egypt's Great Pharaohs
Pharaoh	King	
Mummification	Preservation Of A Dead Person's Body	
Nandi -	Queen of Zululand (1778 - 1826 AD)	
Ancestral Worship	Priest & Priestesses Would Meditate In Order To Communicate With The Deceased To Receive Guidance And Blessings	
Caduceus -	The Symbol Of The Medical Profession (A Winged Staff entwined By Two Serpents)	This Insignia Was Found On Imhotep's Temples
TWA People	Called The Pygmies	They Created The Star Of David
Alkebu-Lan	Indigenous Name Meaning Land of The Spirit People	Africans

Africa	Name Given To The Continent By The Greeks	
Egyptian Science And Symbols	Designs Given To The Lincoln Memorial, Washington Monument, Obelisk - Vatican In St. Peter	
Martial Arts -	Egyptian Warrior Scientist Laid The Foundation For All Martial Arts	
Africoid Olmecs	Parent Culture of Ancient America	
Sphinx Of Giza -	Hamachis	
Ethiopians	Laid the Basis for Religion	
Hannibal	An African Man	Conquered Spain And France in 218 BC

### AFRICAN AMERICAN INVENTORS AND INVENTIONS

- 5 The deck contains 100 game cards with the words INVENTORS AND INVENTIONS imprinted in a bold font on the front side and the back side imprinted as follows:

- 10 50 Game Cards, each game card with the name of an African American inventor imprinted in center of the game card in bold print (corresponding invention imprinted on the bottom in fine print)

50 Playing Cards with the name of an invention invented by an African American inventor imprinted in center of card in bold print (the name of the corresponding inventor imprinted on the bottom of the game card in fine print)

5

INVENTORS AND INVENTIONS may be played by both adults and children as young as the age of six years with 2-10 players. The object of the game is to be the first player to get rid of all cards in players hand.

10 The play of the game is as follows:

Each player is dealt five cards. Each player in turn picks a card from the draw pile that is used to match an inventor or an invention. Players throw out a card after picking a card if they don't need it (one card from the draw pile or their hand). Once a match is obtained the matched cards are discarded until all cards are discarded. The

15 first player to discard all cards wins.

The inventor and invention are selected from the following:

	<u><b>Inventor</b></u>	<u><b>Invention</b></u>	<u><b>Date</b></u>
20	Imhotep	Stethoscope/The father of Medicine	Ancient Egypt
	Paul B. Downing	Mailbox	October 27, 1891
	J. L. Love	Pencil Sharpener	Nov. 23, 1897
	J. Standard	Refrigerator	July 14, 1891
25	W. A. Martin	Lock	July 23, 1889
	Burridge & Marshman	Typewriter	April 7, 1885
	Granville T. Woods	Telephone Transmitter	December 2, 1884

	Thomas Stewart	Mop	June 11, 1893
	Garrett Morgan	Traffic Light/Gas Mask	Nov. 20, 1923
			Oct. 13, 1914
	Lewis Latimer	Carbon Filaments/Electric Bulb	Approx. 1882
5	Sarah Boone	Ironing Board	Dec. 30, 1887
	Charles Drew	Blood Plasma Bag	Approx. 1945
	T. Elkin	Chamber Commode	January 8, 1897
	W. B. Purvis	Fountain Pen	Jan 17, 1890
	Lydia D. Newman	Hair Brush	Nov. 15, 1898
10	Michael C. Harvey	Lantern	August 19, 1884
	Alexander Miles	Elevator	Oct. 11, 1867
	I. R. Johnson	Bicycle Frame	Oct. 10, 1899
	J. Ricks	Horseshoe	March 30, 1886
	Edmond Berger	Spark Plug	Feb. 2, 1839
15	Benjamin Banneker	Almanac	Approx. 1791
	Lawrence P. Ray	Dust Pan	August 3, 1897
	James Robinson	Lunch Pail	Approx. 1887
	S. R. Scratton	Curtain Rod	Nov. 30, 1889
	G. T. Sampson	Clothes Dryer	June 6, 1892
20	Joan Clark	Medicine Tray	April 1, 1986
	M. A. Cherry	Tricycle	May 8, 1888
	George W. Carver	Peanuts /Sweet potatoes	Approx. 1896
	John W. Reed	Rolling Pen	Approx. 1884
	Brody & Surgwar	Folding Chair	June 11, 1889
25	Joseph N. Jackson	Programmable TV Remote	March 28, 1978
	W. H. Richardson	Baby Buggy	June 18, 1899
	F. J. Loudin	Key Chain	January 9, 1894



	T. A. Carrington	Stove	July 25, 1876
	J. W. Winters	Fire Escape Ladder	May 7, 1878
	J. A. Burr	Lawn Mower	May 19, 1889
	O. Dorsey	Door Knob	Dec. 10, 1878
5	J. Thomas White	Lemon Squeezer	December 8, 1896
	Frederick Jones	Thermostat Control	February 23, 1960
	C. O. Baliff	Shampoo Headrest	October 11, 1898
	O. Dorsey	Door Stop	Dec. 10, 1878
	T. J. Marshall	Fire Extinguisher	October 26, 1872
10	Al Cralle	Ice Cream Scoop	February 2, 1897
	August Jackson	Ice Cream	Approx. 1832
	Joseph Dickinson	Record Arm Player	January 8, 1918
	Madame C. J. Walker	Hair Products	Approx. 1905
	Ruane Jeter	Digital Toaster	April 14, 1987
15	Richard B. Spikes	Automatic Gear Shift	February 6, 1932
	W. D. Davis	Riding Saddle	October 6, 1896
	Willie Johnson	Egg Beater	February 5, 1884

### AFRICAN COUNTRIES AND CAPITALS

20

The deck contains 106 game cards with the words AFRICAN NATIONS AND CAPITALS imprinted in a bold font on the front side and the back side imprinted as follows:

25

53 Playing Cards with the name of an African Nation imprinted in center of card in bold print (a corresponding capital listed on the bottom in fine print)

53 Playing Cards with the name of an African Nation's capital imprinted in center of card in bold print (the name of an African Nation listed on the bottom in fine print)

- 5 AFRICAN NATIONS may be played by both adults and children as young as the age of six years with 2-10 players. The object of the game is to be the first player to get rid of all cards in players hand.

The play of the game is as follows:

- 10 Each player is dealt five cards. Each player in turn picks a card from the draw pile that is used to match the African Nation and Capital. Players throw out a card after picking a card if they don't need it (one card from the draw pile or their hand). Once a match is obtained the matched cards are discarded until all cards are discarded. The first player to discard all cards wins.

- 15 The name African Nations and Capitals are selected from the group consisting of the following:

20	<b><u>NATION</u></b>	<b><u>CAPITAL</u></b>
	Algeria	Algiers
	Angola	Luanda
	Benin	Porto Novo
	Botswana	Gaborone
25	Burkina Faso	Ouagadougou
	Burundi	Bujumbura
	Cameroon	Yaounde

	Cape Verde	Praia
	Central Afr. Repub.	Bangui
	Chad	N'djamena
	Comoros	Moroni
5	Congo	Brazzaville
	Cote D'Ivoire	Abidjan
	Djibouti	Djibouti
	Egypt	Cairo
	Equatorial Guinea	Malabo
10	Eritrea	Asmara
	Ethiopia	Addis Ababa
	Gabon	Libreville
	Gambia	Banjul
	Ghana	Accra
15	Guinea	Conakry
	Guinea-Bissau	Bissau
	Kenya	Nairobi
	Lesotho	Maseru
	Liberia	Monrovia
20	Libya	Tripoli
	Madagascar	Antananarivo
	Malawi	Lilongue
	Mali	Bamako
	Mauritania	Nouakchott
25	Mauritius	Port Louis
	Morocco	Rabat
	Mozambique	Maputo

	Namibia	Windhoek
	Niger	Niamey
	Nigeria	Abuja
	Rwanda	Kigali
5	Sao Tome & Principe	Sao Tome
	Senegal	Dakar
	Seychelles	Victoria
	Sierra Leone	Freetown
	Somalia	Mogadishu
10	South Africa	Pretoria
	Sudan	Khartoum
	Swaziland	Mbane
	Tanzania	Dar-es-Salaam
	Togo	Lome
15	Tunisia	Tunis
	Uganda	Kampala
	Zaire	Kinshasa
	Zambia	Lusaka
	Zimbabwe	Harare

20

### WELLNESS MATCH

The deck contains 90 game cards with the words WELLNESS MATCH imprinted in a bold font on the front side and the back side imprinted as follows:

- 45 Playing Cards with the name of a Wellness Match Term imprinted in center of card in bold print (a corresponding wellness match fact listed on the bottom in fine Print)
- 25

45 Playing cards with the name of a Wellness Match Fact imprinted in center of card in bold print (a corresponding wellness match term listed on the bottom in fine print)

- 5 WELLNESS MATCH may be played by both adults and children as young as the age of nine years with 2-6 players. The object of the game is to be the first player to get rid of all cards in player's hand.

The play of the game is as follows:

- 10 Each player is dealt five cards. Each player in turn picks a card from the draw pile that is used to match the Wellness Term of Fact. Players throw out card after picking a card if they don't need it (One card from the draw pile or their hand). Once a match is obtained, the matches are stated and discarded, until all cards are discarded. The first player to discard all cards wins.

- 15 Wellness Match Terms and Facts are selected from the group consisting of the following:

WELLNESS MATCH – Ages 9 – Adult

- 20 1. Herbs Help The Body To Heal Itself/Medicine Removes The Symptoms.  
2. Muscles, Stamina, And Energy Are Built By Exercise.  
3. Good Health Is Natural And Simple.  
4. Causes Of Disease: Toxicity, Timing And Thoughts.  
5. Healing Starts From The Internal(Inside) To External (Out).  
25 6. A Cold Is A Sign That The Body Is Detoxifying Itself.  
7. Healing – In We Go To Mend, Out We Come Healthy Again.

8. Pure Water – Drink 1-Oz Of Pure Water/To Every 2lbs. Of Body Weight. (Divide Your Weight By 2) or 1 gallon if possible.
9. Protein – Nutritional Need is 20-50 Grams or Less Per Day 3-4 times per week.
10. A Weakened Immune System Is A Welcome Sign For Germs And Diseases.
- 5 11. Phony Foods Are Processed/Refined Foods That Inhibit Health/Whole Foods =Natural And Raw.
12. Negative Thoughts/Energy Generate Acid-Acid Generator.
13. Toxins Are Produced From High Protein Foods Such As Meat, Dairy And Grains.
14. New Start = Nutrition, Exercise, Water, Sunshine, Temperance, Air(Fresh), Rest
- 10 And Trust In The Divine.
15. Fruits And Vegetables Are Alkaline Producers.
16. Meat, Poultry, Fish, Seeds, Nuts And Grains Are Acid Producers.
17. Alkaline Balances Acid.
18. Food Pyramid Servings: Fruits – 2, Vegetables – 3-5, Whole Grains 6-11,
- 15 Protein/Beans/Nut, Seeds And Meat/Alternatives 2-3.
19. Food Pyramid Servings: Dairy/Soy/Rice & Other Fortified Alternatives 2-3, Fats, Oils, Sweets – Eat Sparingly.
20. Herbivores Eat Only Plants, Carnivores Eat Meat And Fish.
21. Charkras The Seven Centers Of Spiritual Energy In The Human
- 20 Body=Sanskrit/Hindi.
22. Love=Unconditional=Love For Creator, Self, And Others.
23. Wellness=Positive Thoughts, Good Nutrition, Exercise, Rest Fresh Air, Pure Water And Proper Elimination.
24. Shoo Negative Thoughts Away, Invite Positive Thoughts.
- 25 25. Balance In Relationships-Forgiveness And Reconciliation.
26. Whirm=Warmth, Honesty, Integrity, Responsibility, Mutuality.
27. Smiles And Proper Attitude Per Day Keep The Doctor Away.

28. pH-Potential Of Hydrogen – Measure The Relative Acidity Or Alkalinity Of A Solution Also How Healthy You Are.
29. pH Measure – 0.00 To 14.00 – 7.00 Is Neutral.
30. Acid Scale – 0-6.
- 5 31. Alkaline Scale – 8.00-14.
32. 3 Sources Of Acid - Fruits, Cellular Activity And Acid-Producing Foods.
33. Body Fluids Are Measured By pH.
34. How Do We Nourish Our Cells? The Food We Eat Nourishes Our Cells.
35. Begin The Day With Exercise And Breakfast.
- 10 36. What Goes In Must Come Out – Proper Bowel/Urine Eliminations, Enemas And Colonics.
37. Fasting –To Eat Small Amounts Of Raw Foods Or Abstain From Food.
38. Proper Skin Cleansing: Brushing, Baths, Saunas And Sweat Lodges.
39. Aromatherapy – The Essential Use Of Oils, Fragrances, Substances, Lotions And
- 15 Inhalants In An Effort To Affect Mood And Promote Health.
40. Pampering – Is A Unique Distinction Of Restoring The Inner Self; It Transforms Your Mind, Body, Spirit And Infuses Your Life With More Joy.
41. Massage – Rubbing Or Kneading Parts Of The Body To Aid Circulation Or Relax The Muscles.
- 20 42. Reflexology – The Application Of Finger Pressure, Especially To The Feet Using A Massage Method That Relieves Nervous Tension.
43. Health Is Wealth – Live The Best Life Possible.
44. Know Thyself – Oneness (Spiritual Connectedness) With The Creator.
45. Proper Cooking/Eating Utensils – Stainless Steel, Glass, Cast Iron.

All of the games may optionally be played in conjunction with a game board. The game board will have spaces for the draw pile, discard pile and an area for the card in play.

- 5 Changes and modifications in the specifically described embodiments can be carried out without departing from the scope of the invention.



What is claimed is:

1. An educational card game comprising:  
5 a plurality of game cards, each of said cards having a front side and a back side, the front side having subject matter information printed thereon and the back side having corresponding factual information relating to the front side of same card.
2. The card game of Claim 1 wherein the game cards are further identified as  
10 playing cards and action cards.
3. The card game of Claim 2 wherein the game cards further include a pictorial representation of the subject matter imprinted on the front side and optionally on the back side.
4. The card game of Claim 1 wherein there are 100 game cards with the words  
15 STATES & CAPITALS imprinted on the front side.
5. The card game of Claim 4 wherein 50 of the game cards are imprinted on the back side with a name of a state capital in center of card in bold print and in lower right hand corner a name of a corresponding state and 50 game cards are imprinted on the back side thereof with the name of a state capital in center of  
20 card in bold print and in a lower right hand corner a name of a corresponding state.
6. The card game of Claim 5 wherein the front side of the game card further includes a pictorial representation of a U.S. map outlining the states.
7. The card game of Claim 6 wherein the back side the game card further includes  
25 a pictorial representation of an outline of a state with the capital optionally highlighted in said pictorial representation.

8. The card game of Claim 1 wherein there are 100 game cards with the words INVENTORS & INVENTIONS imprinted on the front side.
9. The card game of Claim 8 wherein 50 of the game cards are imprinted on the back side with a name of an inventor in center of card in bold print and in lower right hand corner a name of a corresponding invention and date of invention and 50 game cards are imprinted on the back side thereof with an invention and date of invention in center of card in bold print and in a lower right hand corner a name of a inventor.
10. The card game of Claim 9 wherein the front side of the game card further includes a pictorial representation of an invention.
11. The card game of Claim 10 wherein the back side the game card further includes a pictorial representation of an invention.
12. The card game of Claim 1 wherein there are 92 game cards with the words TRUTH FACT MATCH imprinted on the front side.
13. The card game of Claim 12 wherein 46 of the game cards are imprinted on the back side with a name of a name or fact in center of card in bold print and in lower right hand corner a name of a corresponding matching fact and 46 game cards are imprinted on the back side thereof with a matching fact in center of card in bold print and in a lower right hand corner a name or fact.
14. The card game of Claim 1 wherein there are 106 game cards with the words AFRICAN NATIONS & CAPITALS imprinted on the front side.
15. The card game of Claim 14 wherein 53 of the game cards are imprinted on the back side with a name of an African Nation in center of card in bold print and in lower right hand corner a name of a corresponding Capital and 53 game cards are imprinted on the back side thereof with a Capital in center of card in bold print and in a lower right hand corner a name of a corresponding African Nation.

16. The card game of Claim 15 wherein the front side of the game card further includes a pictorial representation of an African map outlining the nations.
17. The card game of Claim 16 wherein the back side of the game card further includes a pictorial representation of an outline of an African Nation with the capital optionally highlighted in said pictorial representation.
18. The card game of Claim 3 wherein there are 93 game cards with the word OCEANS imprinted on the front side.
19. The card game of Claim 18 wherein 50 of the game cards are playing cards with a name of an Ocean imprinted on the back side in bold print and 43 game cards are action cards imprinted on the back side thereof with the a beneficial or detrimental action selected from the group consisting of Pick Three, Lose Turn, Players Pick One, Extra Turn, Bonus Pick Five, Bonus and Joker.
20. The card game of Claim 19 wherein the front side of the game card further includes a pictorial representation of an ocean and color coded border.
21. The card game of Claim 20 wherein the back side of the game card further includes a pictorial representation of a specific ocean and color coded border.
22. The card game of Claim 3 wherein there are 90 game cards with the word CONTINENTS imprinted on the front side.
23. The card game of Claim 22 wherein 49 of the game cards are playing cards with a name of a Continent imprinted on the back side in bold print and 41 game cards are action cards imprinted on the back side thereof with a beneficial or detrimental action selected from the group consisting of Pick Three, Lose Turn, Players Pick One, Extra Turn, Bonus Pick Five, Bonus and Joker.
24. The card game of Claim 23 wherein the front side of the game card further includes a pictorial representation of a Continent and a color coded border.
25. The card game of Claim 24 wherein the back side of the game card further includes a pictorial representation of a Continent.

26. A method for playing a card game comprising the steps of:
- a) Dealing five or more game cards, each game card having a front side and a back side, front surface up, to each of 2 or more players, from a deck of shuffled game cards, the front side having subject matter information imprinted thereon and the back side having corresponding factual information relating to the front side of same card;
  - b) Placing the remaining undistributed cards in the deck front side up in a pile designated the Pick/Draw pile with the top card back side up;
  - c) Requiring each player, in turn to play one card from the player's hand by matching the factual information on the back side of the game card which is back side up in the Pick/Draw pile, when so making a match discarding the matched card in a discard pile;
  - d) Requiring each player who fails to match the top card in the Pick/Draw pile to pick a card from the top of the Pick/Draw pile, and if player is able to play the card drawn, play moves to the next person;
  - e) Repeating the above steps until a player discards said player's final card, whereupon player must state a predetermined word to win;
  - f) Failing to state the predetermined word to win results in the player having to pick one card from the Pick/Draw pile but only if caught by one of the other players; and
  - g) Declaring as the winner the player who discards all of player's cards first.
27. A method of playing a card game in accordance with claim 26 wherein the game cards are further identified as playing cards and action cards and the action cards are imprinted on the back side thereof with the a beneficial or detrimental action selected from the group consisting of Pick Three, Lose Turn, Extra Turn, Players Pick One, Bonus Pick Five, Bonus and Joker, and when player is dealt

or draws an action card player must take the beneficial or detrimental action stated on the action card.

28. A method of playing a card game in accordance with claim 27 wherein the game is designated OCEANS and the predetermined word is OCEANS.

5 29. A method of playing a card game in accordance with claim 27 wherein the game is designated CONTINENTS and the predetermined word is CONTINENTS.

30. A method of playing a card game in accordance with claim 26 wherein the game is designated WELLNESS MATCH and the predetermined word is FACT imprinted on the card being discarded.

10 31. A method of playing a card game in accordance with claim 26 wherein the game is designated GREAT LAKES and the predetermined word is GREAT LAKES imprinted on the card being discarded.

15 32. A method of playing a card game in accordance with claim 26 wherein the game is designated STATES AND CAPITALS and the predetermined word(s) are the STATE and CAPITAL imprinted on the card being discarded.

33. A method of playing a card game in accordance with claim 26 wherein the game is designated INVENTIONS AND INVENTORS and the predetermined word is the INVENTION or INVENTOR imprinted on the card being discarded.

20 34. A method of playing a card game in accordance with claim 26 wherein the game is designated AFRICAN NATIONS AND CAPITALS and the predetermined word is the AFRICAN NATION and CAPITAL imprinted on the card being discarded.

25 35. A method of playing a card game in accordance with claim 26 wherein the game is designated TRUTH FACT MATCH and the predetermined word is the FACT imprinted on the card being discarded.

TITLE

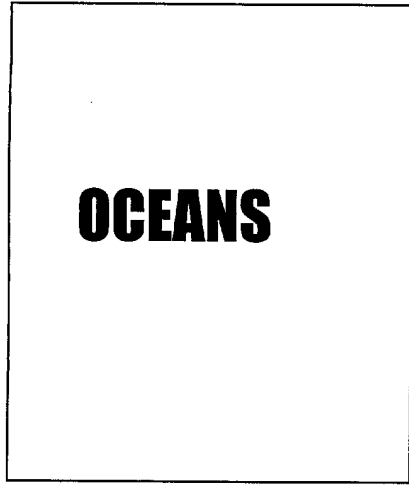
CARD GAMES

ABSTRACT OF THE DISCLOSURE

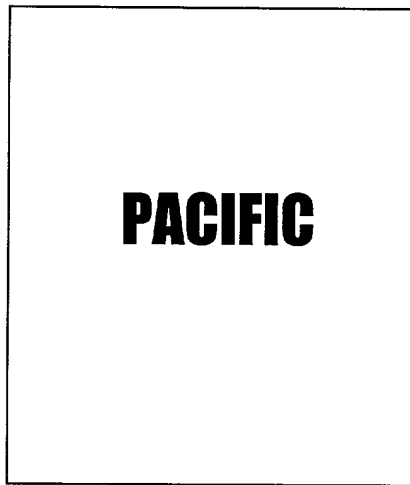
5 Disclosed herein are card games which utilize a plurality of playing  
cards to explore geography, history and health. These card games are particularly  
used for educational purposes as it relates specifically to Oceans, Continents, Great  
Lakes, States and State Capitals, African American Inventors and Inventions, Truth  
Fact Match , and African Nations and Capitals and Wellness Match. These cards  
10 provide both graphic and pictorial expression of geographic and historical facts.

**FIG. 1**

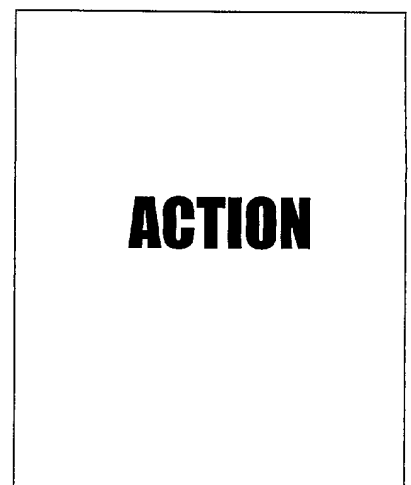
**FRONT**



**BACK (a)**



**BACK (b)**



**CONTINENTS**

**AFRICA**

**ACTION**

**FRONT**

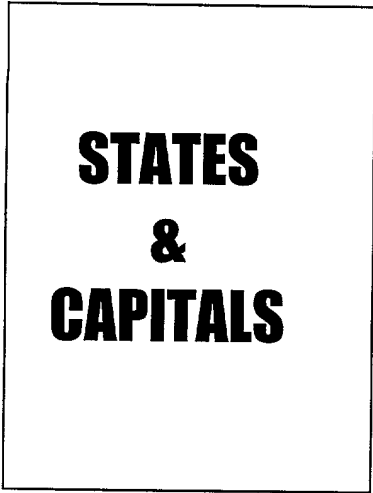
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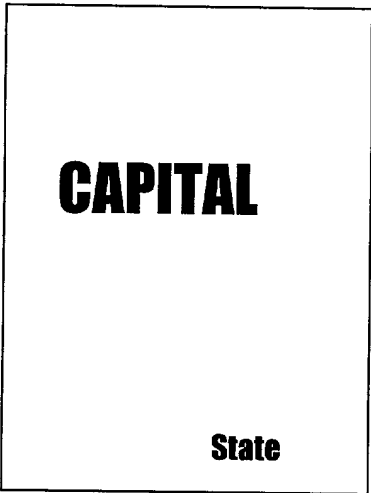
**FIG. 2**

**FIG. 3**

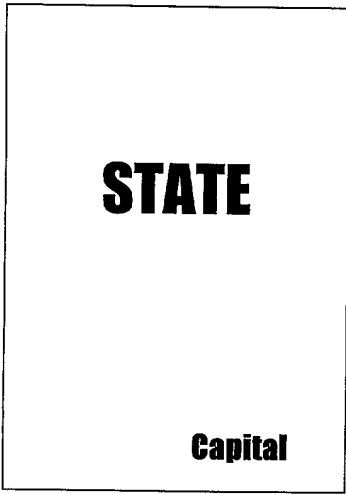
**FRONT**



**BACK (a)**



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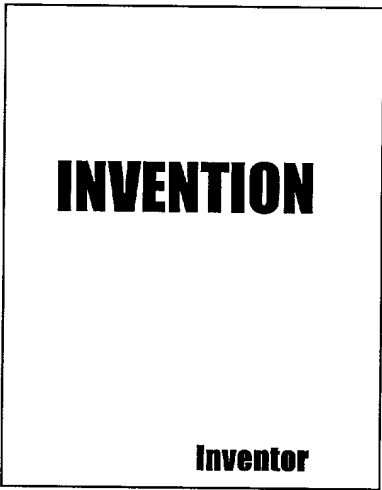


**INVENTIONS  
AND  
INVENTORS**

**FRONT**

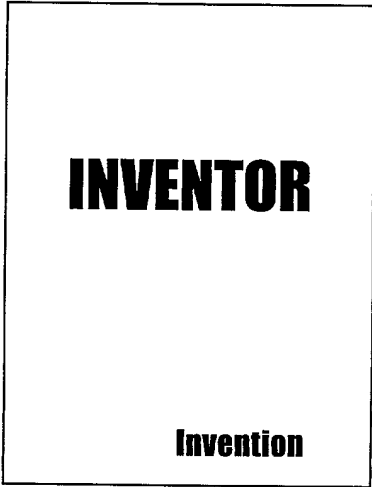
**INVENTION**

**BACK (a)**



**INVENTOR**

**BACK (b)**



**FIG. 4**



**BACK (b)**

## Capital

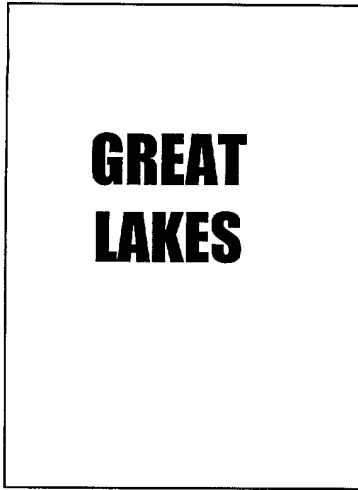
**Name or Fact**

**BACK (b)**

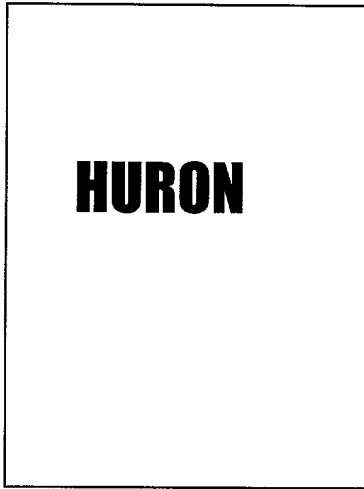
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**FIG. 7**

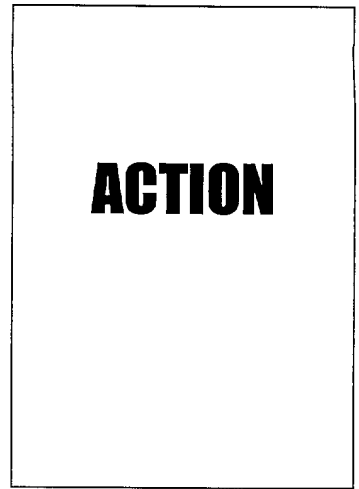
**FRONT**



**BACK(a)**



**BACK(b)**



**WELLNESS  
MATCH**

**GOOD  
HEALTH**

**Natural and Simple**

**FRONT**

**BACK**

**FIG. 8**

Docket No.  
IP-354A

# Declaration and Power of Attorney For Patent Application

## English Language Declaration

As a below named inventor, I hereby declare that:

My residence, post office address and citizenship are as stated below next to my name,

I believe I am the original, first and sole inventor (if only one name is listed below) or an original, first and joint inventor (if plural names are listed below) of the subject matter which is claimed and for which a patent is sought on the invention entitled

**CARD GAMES**

the specification of which

(check one)

☒ is attached hereto.

☐ was filed on \_\_\_\_\_ as United States Application No. or PCT International  
Application Number \_\_\_\_\_  
and was amended on \_\_\_\_\_

(if applicable)

I hereby state that I have reviewed and understand the contents of the above identified specification, including the claims, as amended by any amendment referred to above.

I acknowledge the duty to disclose to the United States Patent and Trademark Office all information known to me to be material to patentability as defined in Title 37, Code of Federal Regulations, Section 1.56.

I hereby claim foreign priority benefits under Title 35, United States Code, Section 119(a)-(d) or Section 365(b) of any foreign application(s) for patent or inventor's certificate, or Section 365(a) of any PCT International application which designated at least one country other than the United States, listed below and have also identified below, by checking the box, any foreign application for patent or inventor's certificate or PCT International application having a filing date before that of the application on which priority is claimed.

Prior Foreign Application(s)

Priority Not Claimed

N/A

(Number)

(Country)

(Day/Month/Year Filed)

☐

(Number)

(Country)

(Day/Month/Year Filed)

☐

(Number)

(Country)

(Day/Month/Year Filed)

☐

I hereby claim the benefit under 35 U.S.C. Section 119(e) of any United States provisional application(s) listed below:

N/A	
(Application Serial No.)	(Filing Date)
(Application Serial No.)	(Filing Date)
(Application Serial No.)	(Filing Date)

I hereby claim the benefit under 35 U. S. C. Section 120 of any United States application(s), or Section 365(c) of any PCT International application designating the United States, listed below and, insofar as the subject matter of each of the claims of this application is not disclosed in the prior United States or PCT International application in the manner provided by the first paragraph of 35 U.S.C. Section 112. I acknowledge the duty to disclose to the United States Patent and Trademark Office all information known to me to be material to patentability as defined in Title 37, C. F. R., Section 1.56 which became available between the filing date of the prior application and the national or PCT International filing date of this application:

N/A		
(Application Serial No.)	(Filing Date)	(Status) (patented, pending, abandoned)
(Application Serial No.)	(Filing Date)	(Status) (patented, pending, abandoned)
(Application Serial No.)	(Filing Date)	(Status) (patented, pending, abandoned)

I hereby declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under Section 1001 of Title 18 of the United States Code and that such willful false statements may jeopardize the validity of the application or any patent issued thereon.

POWER OF ATTORNEY: As a named inventor, I hereby appoint the following attorney(s) and/or agent(s) to prosecute this application and transact all business in the Patent and Trademark Office connected therewith. *(list name and registration number)*

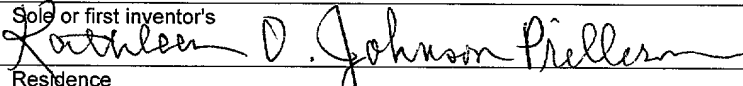
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